

HASKELL LIBRARY FOR QUANTITATIVE ANALYSIS IN FINANCE

SYNOPSIS

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Contents

1	Project Title	1
2	Problem Definition	1
3	Learning Goals	1
4	Project Justification	1
4.1	Justification of a Quantitative Library	1
4.2	Language Justification	2
5	Project Specifications	2
6	Project Limitations	3
7	Schedule	3
7.1	Description	3

1 Project Title

Haskell Library for Quantitative Analysis in Finance

2 Problem Definition

I want to design and develop a Haskell library for quantitative finance, taking the open source `QuantLib` as a starting point. The language Haskell is used because of its purity and advanced type class system which allows it to model relevant entities.

The result of my project should be a software architecture that supports different kinds of financial instruments and valuation methods.

3 Learning Goals

The following are the goals i stride to fulfill during this project:

- I will be able to work with models of different financial instruments and pricing methods.
- I will be able to structure and execute a medium-sized software project in a functional language.
- I will be able to implement parts of a medium-sized financial project using Haskell.
- I will be able to use advanced Haskell typesystem features.

Overall i hope to gain a deeper knowledge of Haskell and functional programming, an overview of the basic financial instruments and methods and gain experience in structuring and completing a sizeable project.

4 Project Justification

4.1 Justification of a Quantitative Library

The field of Quantitative analysis is calling for evermore computational power, to do the calculations needed for the exponentially expanding data volumes, using the computation-intensive methods for complex risk analysis.

The context my project will take base on is the quantitative library `HQL`[3], developed within the `HIPERFIT`[6] research center, by master students Andreas Bock and Johan Astborg supervised by Jost Berthold and Sinan Gabel. The library is one in a chain of projects made by `HIPERFIT`, striving to develop functional programming solutions designed for highly parallel computation architectures. Making it easier to implement massive parallelization into (among others) financial methods and instruments[7].

4.2 Language Justification

Andreas Bock and Johan Astborg was given the language Haskell for development of **HQL**[3], (as part of **HIPERFITs** general goal of creating financialy highlevel functional programing tools[6]). As my project is based on **HQL**, the justification of the language is largely the same, and i will paraphrase their reasoning.

The correctness of the program is paramount in the development of a quantitative library, as the finance sector is very susceptible to faulty software, where even small errors can lead to large economical damage. Because of this, we wish our language capable of catching as many errors as possible in the compilation phase.

In this Haskell excels, as its strict type system eliminates a whole class of bugs in the compilation phase. Furthermore Haskell has a number of attractive features making it suited for financial calculations, including modularity[4], laziness[5], functionality, purity and type classes.

The purity makes it easier to translate equations into code because of maths inherent purity, and as different financial products often shares similar functionality, the functional programming of Haskell enables us to re-use code or create new functionality from existing one. Haskell allows overloading functionality based on types using type classes, this is extremely desirable as it allows us to have the same API regardless of exact type (e.g. an **Instrument** can be used abstractly as a parameter, so functions can have different functionality based on the exact instance of **Instrument**).

5 Project Specifications

The project will be an extension of the Haskell library **HQL**, implementing some of the functionality of the **C++** library **QuantLib**[2], onto the current system.

The **QuantLib** library is writen in object oriented programming style (**C++**) and uses a class system, which is not strictly translateable into the Haskell type class system. Haskell type classes ensures that some operations will be availabe for values of chosen types, meaning they are more similar to abstract classes with multiple inheritance, such as the **Java Interface**, than with the actual **C++** classes.

This raises the problem of a class architecture that cannot be directly translated, as a **C++** class cannot translate into a Haskell type class. I will analyse and extract the architecture of **QuantLib** and redesign it to accomodate the new type class system, without removing functionality.

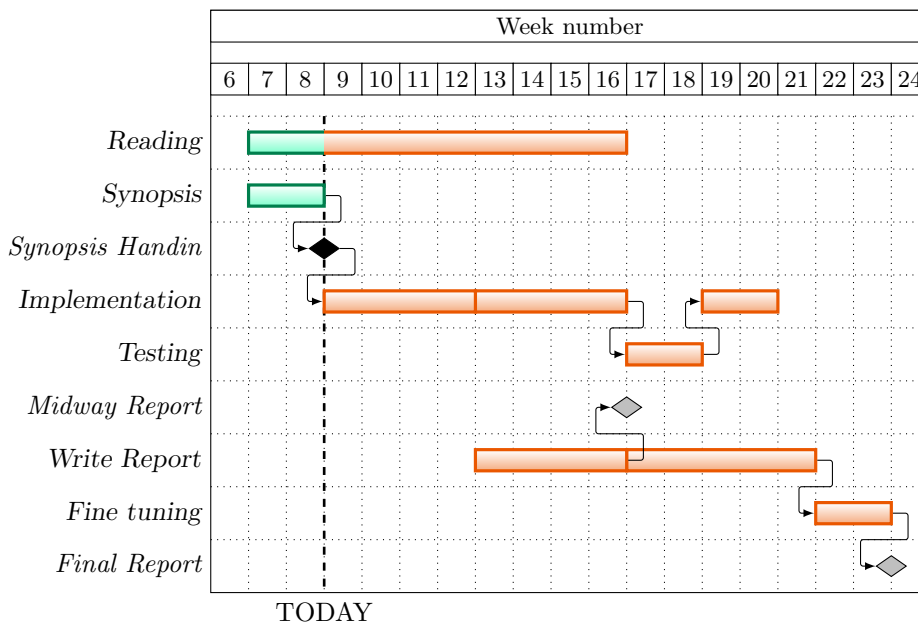
The main milestone of the project is to implement the vanilla swap functionality into the current **HQL** library. This will have several hurdles, as a vanilla swap is a swap of a fixed interest rate with a floating rate. At the time of writing, floating interest rate is not implemented in **HQL**, so another part of the project would entail the addition of this functionality.

6 Project Limitations

As `QuantLib` is a large library, implementing everything would be a much to large task for a bachelor project, meaning only parts of the `QuantLib` functionality will be added to HQL.

As stated above, the main milestone of the project is the implementation of vanilla swaps, and all dependant functionality. After the milestone is reached, further analysis of `QuantLib` will be done, resulting in selection and prioritisation of more expansions to the HQL library. I will however ignore date calculations in my implementation as this broadens the scope beyond what is possible of this project.

7 Schedule



7.1 Description

Synopsis, *Midway Report* and *Final Report* are the handin deadlines. The implementation task will be split up into several subtasks with milestones defined by the project specification. The split in implementation is the milestone for the completion of vanilla swap, and from that point the report is possible to write. Documentation will happen parallel with the implementation, while testing will happen after, followed by more implementation the testing proved faulty. The split in the report is where the midway specifications should be completet.

References

- [1] Bernd Bruegge, Allen H. Dutoit *Object-Oriented Software Engineering Using UML, Patterns and Java*, Person New International Edition, Third Edition, 2014.
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